

WHAT IS CLAIMED IS:

1. A wireless communication game system provided with a plurality of mobile game apparatuses that are capable of making a communication with each other, and function as a parent device or a child device, wherein

said parent device includes a broadcasting means for broadcasting a parent device packet including connection permitting data that permits a child device having a communication between the parent device disconnected to connect to the parent device: and

said child device includes

a communication disconnection detecting means for detecting that the communication between said parent device is disconnected, and

a restoring means for attempting receiving said parent device packet broadcast from said parent device when detected by said communication disconnection detecting means that the communication between the parent device is disconnected.

2. A wireless communication game system according to claim 1, wherein said broadcasting means continues broadcasting said connection permitting data after said child device connects to said parent device.

3. A wireless communication game system according to claim 1, wherein said parent device includes, a deleting means for deleting the connection permitting data for the child device in a case that the communication between said child device is disconnected for more than a first predetermined time period,

said communication disconnection detecting means of said child device detects that the communication between the parent device is disconnected for more than a second predetermined time period, and

said first predetermined time period is longer than said second predetermined time period.

4. A wireless communication game system according to claim 1, wherein said parent device and said child device are apparatuses for making a communication with each other in a communication cycle including a first time slot used by said parent device, and a second time slot having a plurality of sub time slots used by said child device, and

said connection permitting data includes information that designates the sub time slot, out of said plurality of sub time slots, to which said child device is to be restored.

5. A restoring method in a wireless communication game system provided with a plurality of mobile game apparatuses that are capable of making a wireless communication with each other, and function as a parent device or a child device, including following steps of:

(a) broadcasting by said parent device a parent device packet including connection permitting data that permits the child device having a communication between the parent device disconnected to connect to the parent device;

(b) detecting by said child device that the communication between said parent device is disconnected; and

(c) attempting by said child device, when detected that the communication between said parent device is disconnected in said step (b), receiving said parent device packet broadcast from said parent device.

6. A program for a wireless communication game provided with a plurality of mobile game apparatuses that are capable of making a communication with each other, and function as a parent device or a child device, comprising steps of:

making a processor of said parent device execute a step for broadcasting a parent device packet including connection permitting data that permits the child device having a communication disconnected to connect to the parent device,

making a processor of said child device execute a step for detecting that the communication between said parent device is disconnected, and a step for attempting receiving said parent device packet broadcast from said parent device when detected that the communication between the parent device is disconnected by said communication disconnection detecting step.

7. A mobile game apparatus capable of playing a wireless communication game which utilizes a plurality of mobile game apparatuses, and any one of which functions as a parent device, and the other of which functions as a child device, comprising:

a broadcasting means, for said parent device, for broadcasting a parent device packet including connection permitting data that permits the child device having a communication between the parent device disconnected to connect to the parent device;

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a communication disconnection detecting means, for said child device, for detecting that the communication between said parent device is disconnected;
and

a restoring means for attempting receiving said parent device packet broadcast from said parent device when detected by said communication disconnection detecting means that the communication between the parent device is disconnected.